
Subject: Re: Building & using U++ without TheIDE
Posted by [mirek](#) on Tue, 09 Oct 2007 22:02:26 GMT
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sergei wrote on Tue, 09 October 2007 13:14

Info:

Packages coff/uar/uld/uar.upp and Geom/Coords/Ctrl/Ctrl.upp should be removed from source tree.

Core:

TimeDate.cpp - Removed #define IsLeapYear.

TimeDate.h - Added #define IsLeapYear since it has to be visible is CtrlLib/DateTimeCtrl.

CtrlLib:

DateTimeCtrl.h - commented IsLeapYear function - already #defined in Draw/TimeDate.

Draw:

MetaFile.cpp - IsClipboardFormatAvailable replaced with ::IsClipboardFormatAvailable to resolve naming conflict.

Palette.cpp - BINS, BINSHIFT replaced with palBINS, palBINSHIFT to resolve naming conflict with BINS in Core/lheap.

Esc

Esc.h - #ifndef/#define ESC_H replaced with _ESC_H_ to resolve naming conflict with plugin/pcre.

GridCtrl:

GridCtrl.upp - reordered files to ensure first file is the main header of the package.
(something was changed about LG, might/might not work now)

PdfDraw:

PdfDraw.upp - removed Test.cpp - test program, not part of the package.

Above are used.

Quote:

RichEdit:

Find.cpp - ReplaceText() renamed to ReplacementText() to resolve naming conflict with Win32 API function.

RichEdit.h - ReplaceText() renamed to ReplacementText() to resolve naming conflict with Win32 API function.

I see no naming conflict; it is a method, not a global function. Well, it might get macro-replace with ReplaceTextA, but who cares?

Quote:

plugin/png:

png.h - marked modification.
pngread.c - added casts.
pngutil.c - added casts.
pngset.c - added casts.

plugin/jpg:

Whole plugin rework.
Appended filename to functions marked LOCAL to resolve naming conflicts.
Added include guards.
Modified #define/typedef names to resolve naming conflicts.

Core

z.cpp - removed enum, ASCII_FLAG, HEAD_CRC, EXTRA_FIELD, ORIG_NAME, COMMENT, RESERVED already defined in plugin/z,
GZ_MAGIC1, GZ_MAGIC2 were replaced with gz_magic[0], gz_magic[1] defined in plugin/z.

plugin/z:

Whole plugin rework. Updated to version 1.2.3.
Changed function declarations from K&R to ANSI C style.
Added include guards.
Modified #define/typedef names to resolve naming conflicts.

Is it really that good idea to change 3rd party code?

Mirek
